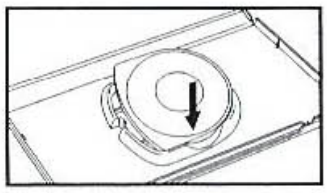
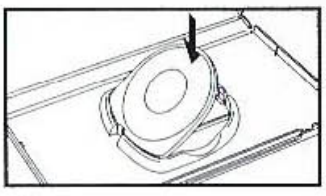
CRUSH
TM
SEGA®

PRECAUTIONS

This disc contains game software for the PSP® (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP® system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP® system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email **anti-piracy@eu.playstation.com** or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE-RATING SYSTEM

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.
Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-

The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:-

VIOLENCE BAD LANGUAGE FEAR SEXUAL CONTENT DRUGS DISCRIMINATION

For further information visit http://www.pegi.info

ULES-00765

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SYSTEM SOFTWARE UPDATES

This PSP® (PlayStation®Portable) Game includes System Software update data for the PSP® system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.

By following the on-screen instructions, you can update the System Software of the PSP® system. Before performing the update, check the version number of the update data.

- **During an update, do not remove the AC Adaptor.**
- **During an update, do not turn off the power or remove the PSP®Game.**
- **Do not cancel the update before completion as this may cause damage to the PSP® system.**

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP® system, refer to the following website: **yourpsp.com**

PARENTAL CONTROL

This PSP®Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP® system to restrict the playback of a PSP®Game with a Parental Control Level that is higher than the level set on the PSP® system. For more information, please refer to the PSP® system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+
7	16+
5	12+
3	7+
2	3+

Thank you for purchasing CRUSH™. Please note that this software is designed for use with the PSP® system computer entertainment system. Be sure to read this software manual thoroughly before you start playing.

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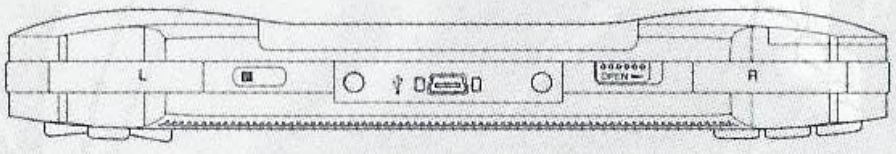
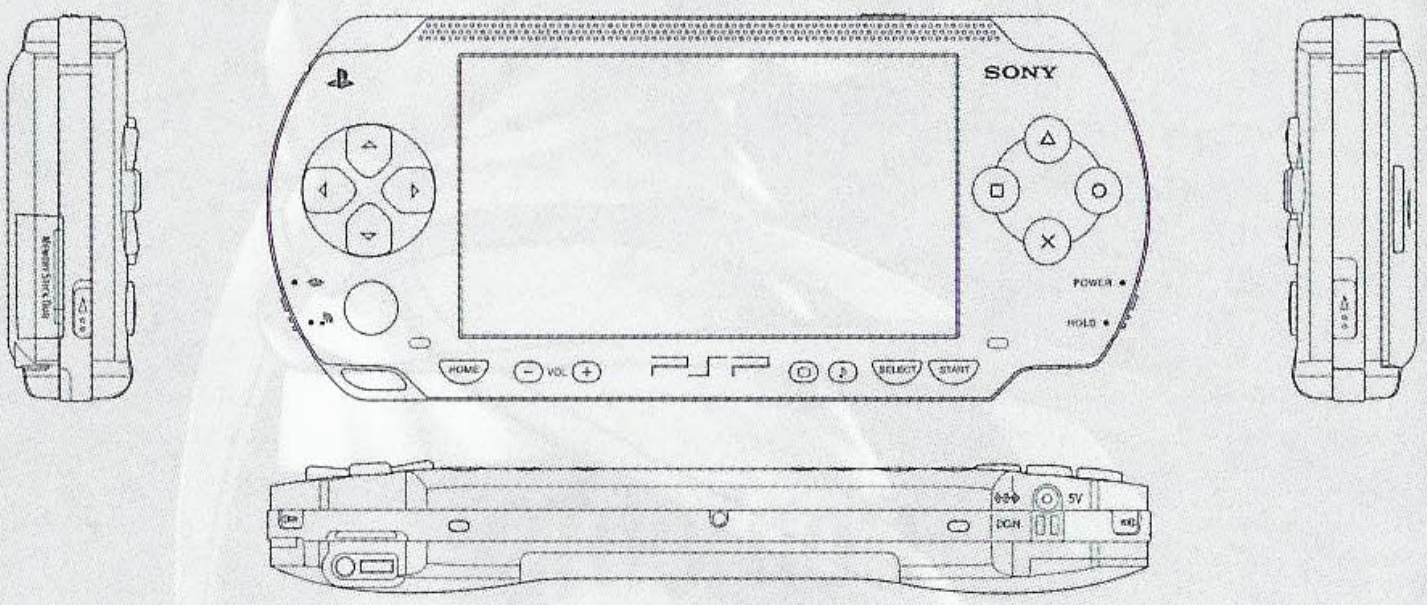
Setting up

Set up the PSP® system according to the instructions in its instruction manual. Turn the PSP® system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the CRUSH™ disc with the label side facing the rear of the PSP® system and then securely close the disc cover.

Select the icon from the Home Menu and then select the icon. An image of the software will be displayed. Select the image and press the ⊗ button to commence loading.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.





Memory Stick Duo™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP® system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved game data.

Wireless (WLAN) Features

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP® systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP® systems to communicate directly with each other.

GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP®Game in their PSP® system.

INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP® system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP® system Instruction Manual.

The Story

Danny

Hospitalised for insomnia, our troubled hero is a nervous wreck, his subconscious swimming in unresolved issues. Sleeping is all he can think about, and thinking about it keeps him awake at night.

Dr Reubens

Maverick psychologist or mad scientist, Dr Reubens is the pioneer of a new field in medicine. He is convinced his miracle machine will get to the bottom of Danny's troubles and win him the academic acclaim he is due. And then the ethics board will have to hear him out, yes...

C.R.U.S.H.

Dr Reubens' pride and joy, C.R.U.S.H. is the very latest in psychotherapy. Her name stands for Cognitive Regression Utilizing pSychiatric Heuristics and according to Dr Reubens, her processing power is matched only by her beauty.

Regression Therapy: A New Perspective

What makes C.R.U.S.H. unique is her ability to re-frame a patient's problems. While under hypnosis, C.R.U.S.H. will allow Danny to move between 3D and 2D as he navigates his neuroses and comes to terms with the secrets of his past.

Welcome To The Machine

CRUSH™ MAIN MENU SCREEN

When you load up the game you will see the following options on screen:

New Game

Start your therapy from the beginning. Choose New Game if this is your first time playing CRUSH™.

Continue

Continue from an unlocked level or replay a completed level. To view your performance on a completed level, press the ● button.

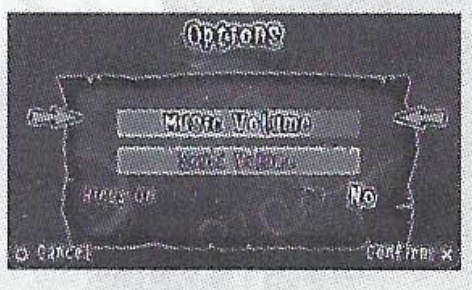
Trophy Mode

Every time you collect a trophy pick-up, you unlock the special time/crush limited trophy mode for that level. Pit yourself against Dr Reubens' benchmark sanity scores for a clean bill of health.

Load Game

Select and load previously saved games from a Memory Stick Duo™.

GAME OPTIONS



Music Volume

Adjusts the in-game background music using the ⬅ ➡ buttons.

Sound Effects Volume

Adjusts the in-game sound effects using the ⬅ ➡ buttons.

Hints

With hints set to 'Yes', the game will offer helpful hints at points where you may be stuck. If set to 'No', you will be left to work out the puzzles for yourself.

LOAD/SAVE OPTIONS

Load Game
Select and load previously saved games from a Memory Stick Duo™.

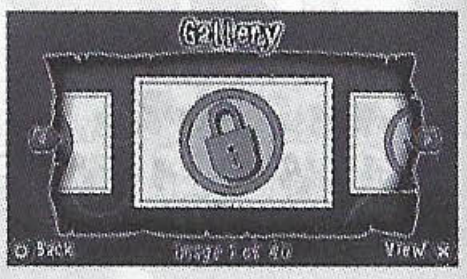
Save Game
Create a save game on a Memory Stick Duo™.

Autosave (Yes-No)
With Autosave set to 'Yes', the game will automatically save after each level. If set to 'No', a request will appear on screen at the end of a completed level.

Delete Saved Game
Remove saved game from your Memory Stick Duo™.

GALLERY

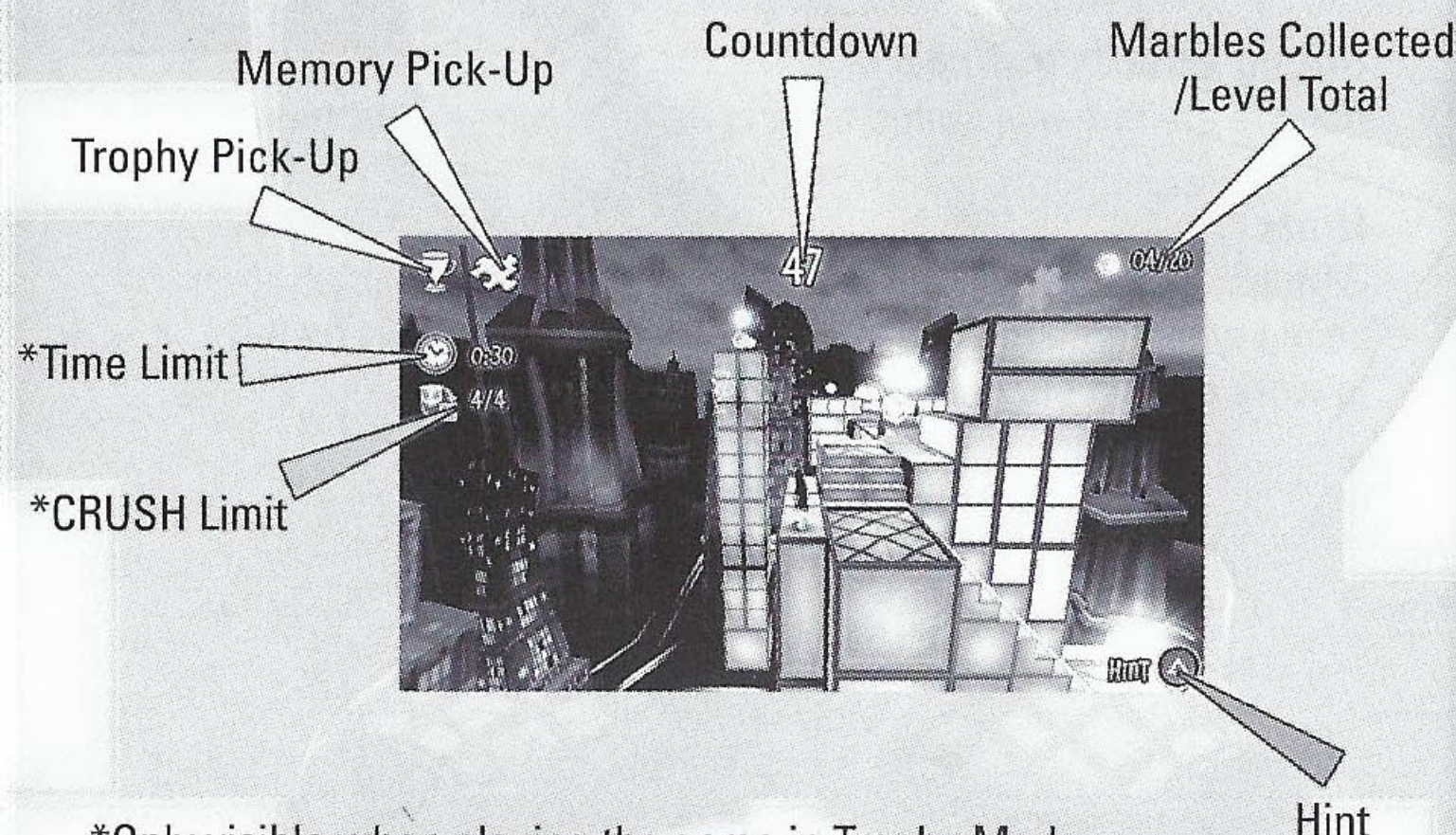
Therapy through artwork; disturbing clues to Danny's neuroses unlocked by collecting Memory pick-ups in the game.



CREDITS

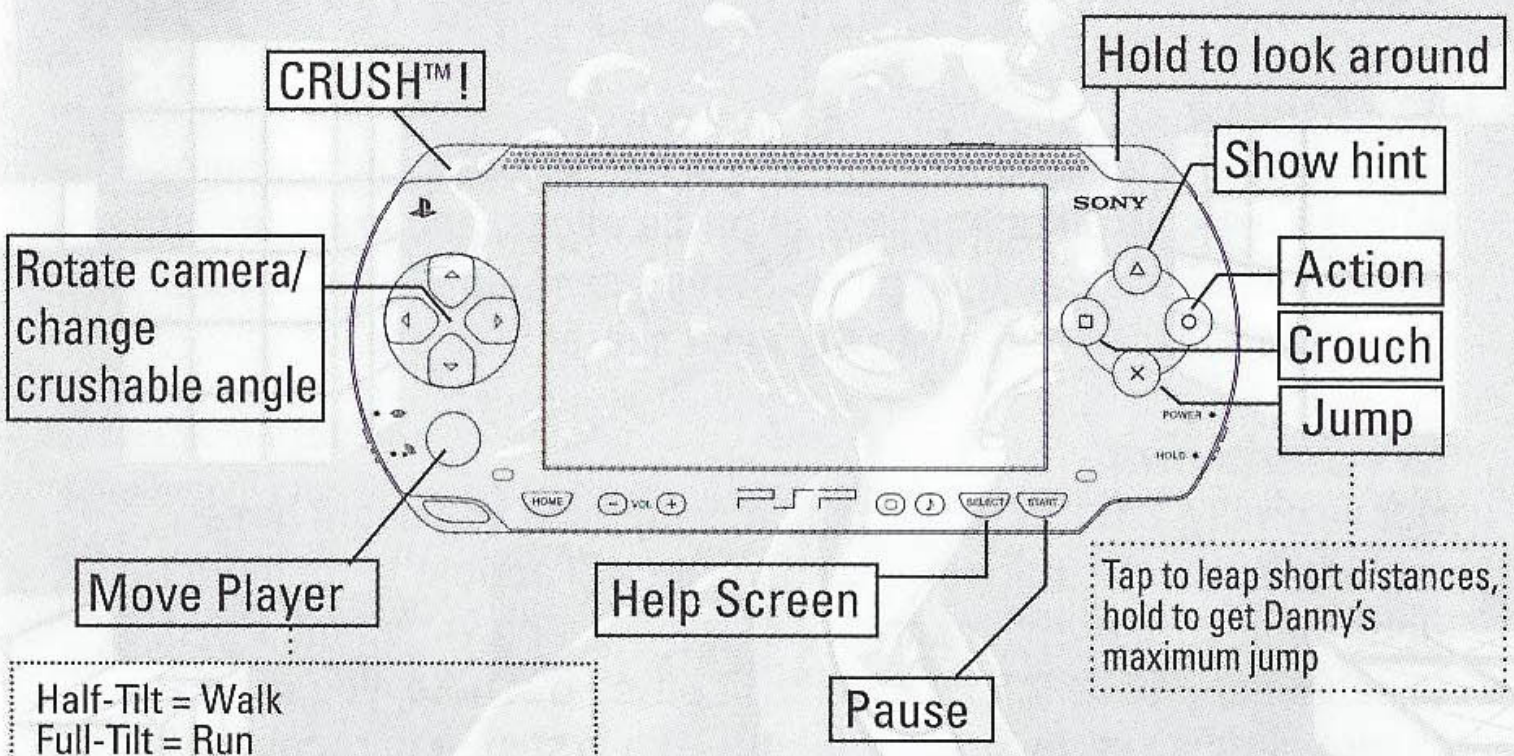
Former patients of Dr Reubens, the insomniacs responsible for refining the C.R.U.S.H. therapy regime.

Waking In A Dream; How To Play The Game



*Only visible when playing the game in Trophy Mode.

Game Controls



ANALOG-STICK - MOVE PLAYER

The analog stick controls Danny's movement. Tilt it gently to walk, and use full tilt to run. Lucky for Danny, C.R.U.S.H. protects him from walking or running off edges where he might fall to his death. But beware, if Danny wants out, C.R.U.S.H. won't stop him from crawling or jumping to his doom!

DIRECTIONAL PAD - MOVE CAMERA

Using the directional buttons changes the camera view & crushable angle; press ⬅ ➡ to rotate the camera around the player, and ⬆ ⬇ to go between horizontal and vertical angles.

L – *Crush/Uncrush*

As you venture into the strange world of Danny's subconscious, you will learn to crush back and forth between 3D and 2D as you navigate through his many puzzles and problems. Dr Reuben's machine allows Danny to crush only against certain surfaces (See Block Types).

R – *Look-Around Camera*

Hold R and use the analog stick to rotate the camera in look-around mode, allowing Danny to zoom out for a more 'gestalt perspective', useful for finding the most hidden pick-ups.

⊗ - *Jump*

Tapping ⊗ enables Danny to leap short distances; holding ⊗ allows Danny to jump further. Jumping while a light-headed thought is active (see thoughts) increases the height and length of Danny's jump even further.

◉ - *Push*
There are many boulders within the game that can be moved around levels to press switches, make stepping-stones and even destroy nightmares.

▣ - *Crouch*
Crouching will allow Danny to get into many nooks and crannies within a level. Dr Reubens likes to probe nooks, and crannies, so best do what you can to explore. Sometimes Danny may need to crouch in order to crush into the most secret little areas!

△ - *Show Hint*
Occasionally, C.R.U.S.H. will notice something you might have missed. When this happens, a message will appear in the bottom right-hand corner of the screen, offering the player a hint. Press △ to see what advice C.R.U.S.H. has to offer. But note, you will need to turn hints on in the options menu – the first step to recovery is asking for help.

START button – Pause menu
Brings Danny temporarily out of C.R.U.S.H. therapy and accesses the Pause menu.

SELECT button – The Help Screen

If Danny is having trouble remembering how to navigate within C.R.U.S.H. or needs to remind himself about different block types, all he needs do is press SELECT button and C.R.U.S.H. will give him a quick refresher.

PAUSE MENU

Resume – Continues the game from before you paused.

Restart Level – Begin the level from scratch, resetting all stats for this session.

Options – Brings up the game options. This is the same screen that you can access from the main menu.

Quit – Leaves the current level and returns to the level select screen.

The Weird & Wonderful World of C.R.U.S.H

Dr Reubens has programmed C.R.U.S.H. with some informative tutorials to guide Danny through the protocols of his radical therapy, but due to previous disagreements with the ethics board, Doctor Reubens is now required to document his practices:

Block Types

There are 3 main types of block. Their appearance will differ depending on how far back Danny has regressed. Make sure to press the select button and familiarise yourself with the block types in the Help Screen. All blocks are solid in 3D, but in 2D they respond in different ways:

Solid Blocks

Can be stood on, but not walked through. Danny cannot crush against solid blocks.

Hollow Blocks

Can be stood on and walked through. These are the only blocks Danny can cross in a top-down crush.

Ghost Blocks

Can't be stood on but can be walked and fallen through. Ghost blocks will appear as holes through the ground in a top-down crush. Don't worry, that's perfectly natural.

Ramps and Stairs

Danny can climb up stairs just by walking into them, but ramps are a bit more slippery. However both reduce to much simpler shapes when crushed the right way, so if one angle doesn't work, why not try a different one?

Sheets

These are just blocks that are so thin they completely disappear when crushed edge-on. Danny can't walk on the sharp edge of a sheet in 3D, but face-on in 2D they are as sturdy as any normal block.

Moving Blocks

Watch out for these as they often lead to otherwise inaccessible parts of a level. Sometimes an area looks as though it can't be reached, but a hidden switch can activate a moving block and open up whole new avenues to explore.

Fragile Blocks

A fragile block looks like a cracked and pitted solid block, but it will crumble away very quickly if Danny puts any weight on it. Fragile blocks reappear in 3D, so Danny need not fear if he fails to make the most of them on his first attempt.

Dr Reubens' experimental treatment also recommends

CAMERAS

In 3D, you can rotate the camera around Danny using the directional pad or hold down R and use the analog stick to look around the entire level. In 2D, look-around scrolls the camera horizontally and vertically instead.

Danny is advised to look around frequently in order to find bonus pickups and get the most from his treatment.

FALLING

Danny can cope with a fair drop, but 6 blocks or more will wake him up, so look before you leap.

CHECKPOINTS

During therapy, Danny will come across checkpoints that store his progress within a level. If Danny wakes up from any unfortunate accidents during treatment, C.R.U.S.H. will return him to the last checkpoint tagged, but it is important to note this information is not saved if you leave a level!

THE EXIT

In each level, C.R.U.S.H. has placed an exit gate, but Danny must collect at least half of his lost marbles before Doctor Reubens will deem the session successful and allow him to progress.

PICK-UPS

Danny should collect as many pick-ups as possible to ensure a full recovery. Pick-ups come in 3 main flavours:

Marbles

Marbles are the most common type of pick-up. Danny must collect at least half in each level to open the exit gate.

Blue Marbles

These are worth 1 point and are scattered all around Danny's mind.

Pink Marbles

These are worth 3 points and are usually harder to get than the blue ones.

Red Marbles

These are worth 10 points, but there is only one in each level and it is inevitably hidden in some obscure corner of Danny's subconscious.

Memories

There is only one of these in each level. Collecting these unlock images in the gallery that may give an insight into Danny's troubled mind.

Trophies

Danny didn't win many trophies as a child; but now is his chance to change all that. There is only one of these in each level and collecting it unlocks the time/crush limited trophy mode for that level. But be warned, trophies don't come without a challenge: They can only be seen and collected while a trophy thought is active.

NIGHTMARES

Cockroaches

These evil pests have infested every corner of Danny's psyche – but under that tough exterior, they're just as soft and vulnerable as everyone else: So crush them against a solid block, roll a boulder over them or even capture them in a cage.

Block-Walkers

An unfortunate childhood incident left Danny with an unusual phobia of building blocks. Really, don't ask. In his mind, this fear manifests as block-walkers: uncompromising automatons that march through Danny's mind pausing only while he is crushed in 2D.

Slugs

As Danny regresses into his childhood, so too do some of his nightmares. The slugs in Danny's mind are not actually slugs at all but the oversized larvae of cockroaches. They are lethal, and will lunge at Danny, should he cross paths with one. The only way to deal with these menaces is to CRUSH™ – causing them to curl into a protective ball. Only then can Danny roll them out of the way.

Hazard Blocks

Every now and again, Danny will come across walls and floors with nightmare limbs and appendages lurking in them. These nightmares may seem to go quiet as Danny

approaches, but they're just luring him in so they can slap him around, so don't get too close!

BOULDERS

These are large objects that Danny can push around the level, but in order to keep Danny from losing his mind, C.R.U.S.H. will make any lost boulders reappear in 3D.

Note – Danny's mental muscle is stronger than he thinks. He can push boulders even when he is slightly above or below them. In places this will prove critical to his recovery.

There are a variety of different boulders, but the four common types are:

Balls ***Rollers*** ***Octaballs*** ***Octarollers***

In addition to the standard boulders, rollers and octarollers also have ghost variations and can be crushed to create 2D tunnels through solid blocks.

SWITCHES

There are a variety of switches in the game, in order to move things such as platforms, doors and cogs. Green switches are latching and will stay down once pressed, however blue switches are only active while something is pressing them down.

Both colours come in 3 different sizes:

Small Switch – This can be triggered by either Danny or a boulder.

Large Switch – Danny is not heavy enough to trigger this switch, and must find a boulder to use instead.

Medium Switch – In 3D, this behaves as a large switch, but crushed the right way, it will look and behave like a small switch.

Cogs

These are a special type of trigger that can only be turned on by either moving a cog into place or by crushing a series of cogs together.

CRUSH SENSITIVE OBJECTS

A number of objects in Danny's mind respond to being crushed. Each has its own special properties.

Portraits

Sometimes Danny will come across framed pictures in a level. These portraits will be activated when crushed and release whatever was in the picture... be it a boulder or a nightmare. These can be a blessing or a curse, so consider the consequences before you crush!

Cages

Cages open only in 2D, but as soon as they are triggered, they lock shut. They are great for containing problem nightmares, but beware, Danny can easily be caught in his own trap.

Alarm Clocks

Waking up within a level will undo all Danny's progress, sending him back to the last checkpoint, or worse all the way back to the beginning, which really annoys Dr Reubens! So, if you see an alarm clock, be cautious. Crushing the hands onto the clock will set it counting down. If this does happen, Danny's only chance is to turn it off by jumping on the big red button.

THOUGHTS

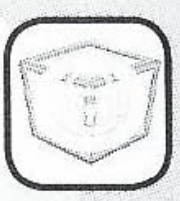
An experimental element of Doctor Reubens' therapy, allows Danny to empower his thoughts by crushing, providing they are fully on-screen and not obscured.

Trophy Thought

Be on constant look out for these, one can be found in every level! Triggering a trophy thought will reveal the trophy pick-up. Once the trophy has been grabbed, the thought will disappear.

Light-headed Thought

Triggering this thought will reduce gravity, allowing Danny to jump higher and further and avoid injury when falling long distances.



Dimensional Thought

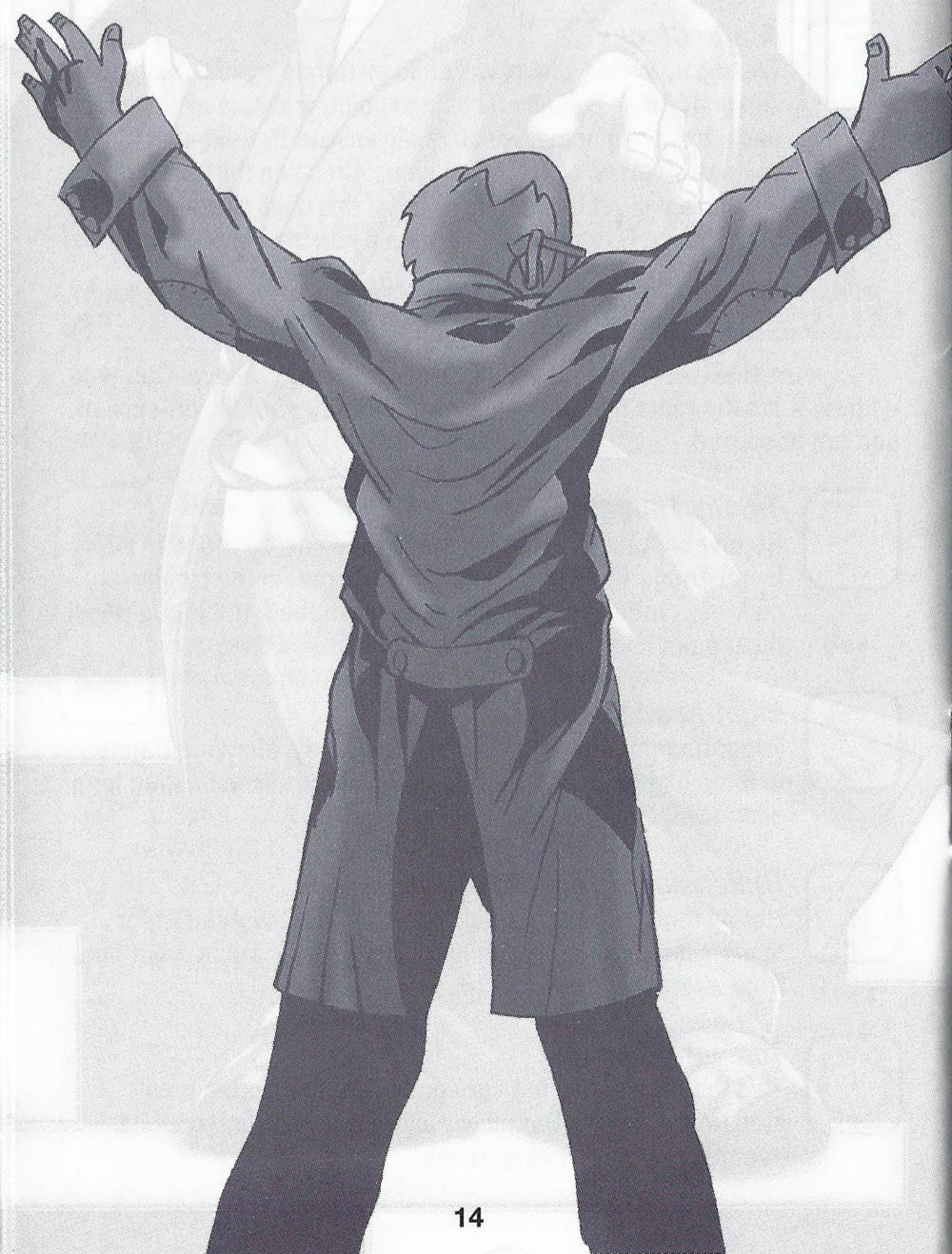
Not all thoughts are helpful. Danny should watch out for dimensional thoughts. While triggered they will prevent him from uncrushing back to 3D.

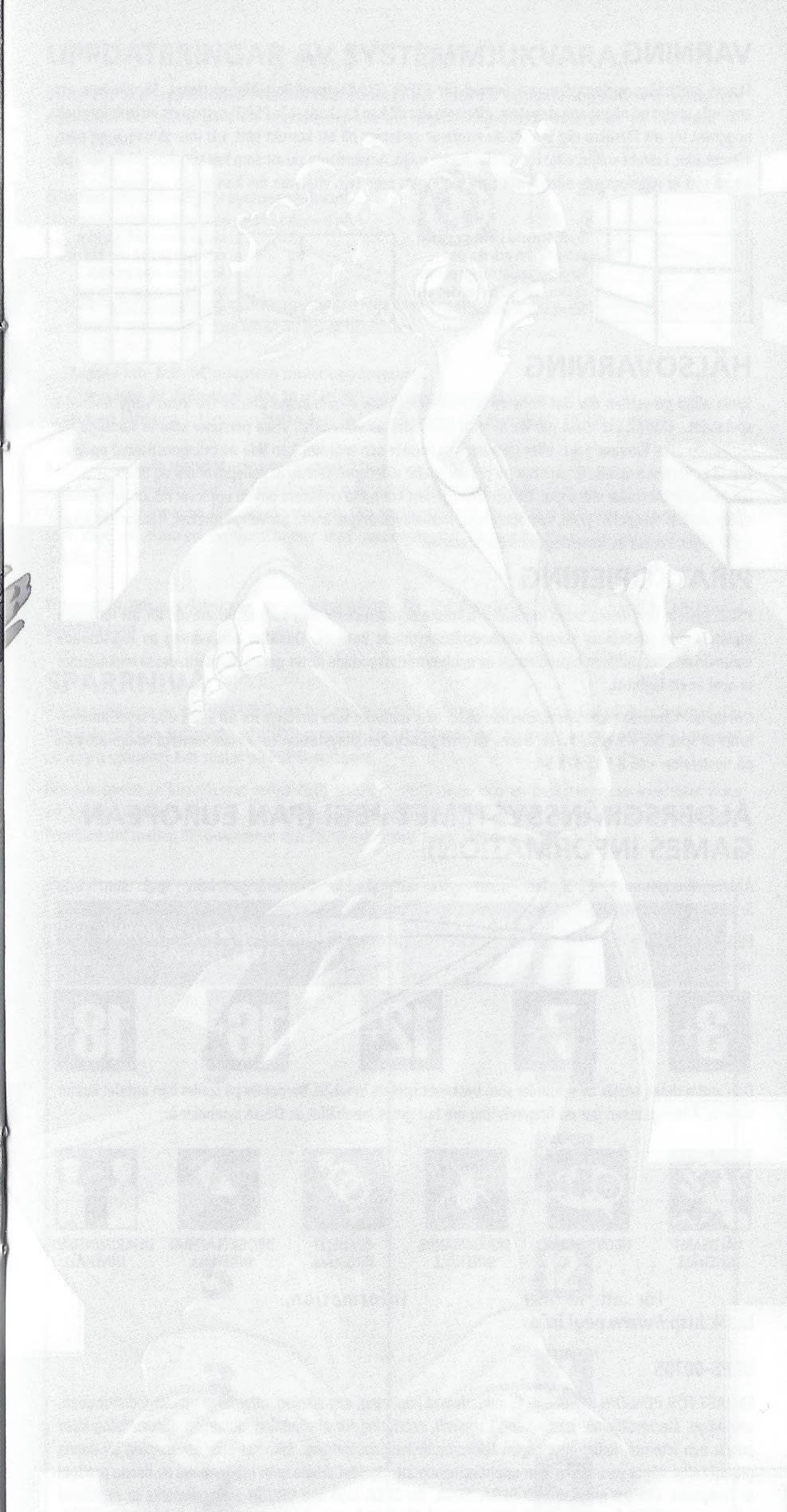
Temporal Thought

This thought is rare but very powerful. Triggering it will stop time allowing Danny to move around his mind while everything else remains frozen.

Trouble Staying Asleep? The hint system

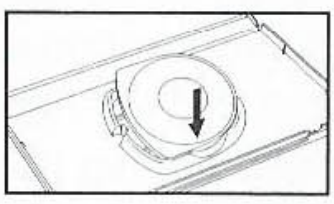
Crushed by the city, scared of the seaside? Simply turn hints on in the options menu and C.R.U.S.H. will come to your aid. Press triangle when the hint icon is displayed to see what C.R.U.S.H. has to say. But don't get too dependent on the hints. In the interests of Danny's full recovery, Doctor Reubens withholds them from the final stages of therapy.



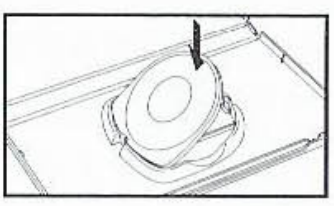


VARNING

Skivan innehåller spelprogramvara ämnad för PSP® (PlayStation®Portable)-systemet. Försök inte att använda spelet på något annat system, eftersom det då kan ta skada. Läs PSP®-systemets instruktionsbok noggrant för att försäkra dig om att du hanterar systemet på ett korrekt sätt. Låt inte skivan ligga nära värmekällor, i direkt solljus eller i en alltför fuktig miljö. Använd inte skivor som har sprickor, skivor som på andra sätt är missformade eller skivor som har lagats med tejp eftersom det kan skada systemet.



Tryck ned ena sidan av skivan enligt bilden och dra den försiktigt uppåt för att plocka ur den. Tar du i för mycket kan utrustningen skadas.



Lägg i skivan enligt bilden och tryck lätt på den tills den är på plats med ett klick. Om skivan placeras fel kan utrustningen skadas.

HÄLSOVARNING

Spela alltid på ställen där det finns en bra belysning. Gör regelbundna pauser (en kvart varje timme) i spelandet. Undvik att spela när du är trött eller lider av sömnbrist. Vissa personer som är känsliga för blinkande eller flimrande ljus eller geometriska former och mönster kan lida av odiagnostiserad epilepsi och få epileptiska anfall när de tittar på tv eller spelar videospel. Om du är epileptiker bör du alltid rådfråga läkare innan du spelar videospel. Du bör även genast kontakta en läkare om du upplever något av följande symptom när du spelar: yrsel, synrubbningar, muskelryckningar, andra ofrivilliga rörelser, frånvaroattacker, svimningar, känsla av förvirring och/eller kramper.

PIRATKOPIERING

PSP® system och denna skiva innehåller tekniska skyddsmekanismer som är utformade för att förhindra otillåten reproduktion av skivans upphovsrättsskyddade innehåll. Otillåten användning av registrerade varumärken eller otillåten reproduktion av upphovsrättsskyddade alster genom att sätta dessa mekanismer ur spel är ett lagbrott.

Om du har kännedom om piratkopierade alster eller metoder som används för att sätta våra skyddsmekanismer ur spel, ber vi dig skicka ett e-brev till **anti piracy@eu.playstation.com** eller Svenska Antipiratbyrån på tipstelefon +46 8 545 475 54.

ÅLDERSGRÄNSSYSTEMET PEGI (PAN EUROPEAN GAMES INFORMATION)

Åldersgränssystemet PEGI har som syfte att skydda minderåriga från spel som inte är lämpliga för deras åldersgrupp. Observera att det inte säger något om spelets svårighetsgrad.

PEGI består av två klassificeringar som hjälper föräldrar och andra som köper spel till barn att göra ett bra val som passar spelarens ålder. Den första delen är en serie åldersgränser:

Den andra delen består av symboler som beskriver spelets innehåll. Beroende på spelet kan antalet ikoner variera. Åldersgränsen ger en fingervisning om hur grovt innehållet är. Dessa symboler är:

VÅLDSAMT INNEHÅLL

GROVT SPRÅK

SKRÄMMANDE INNEHÅLL

SEXUELLT INNEHÅLL

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ULES-00765

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UPPDATERINGAR AV SYSTEMMJUKVARA

Detta PSP® (PlayStation®Portable) Game innehåller data för uppdatering av PSP®-systemets mjukvara. Du måste göra en uppdatering om ett uppdateringsmeddelande visas på skärmen när spelet startas.

Göra en uppdatering av systemmjukvara
Uppdateringsdata visas med den här ikonen på huvudmenyn.

Uppdatera PSP®-systemets mjukvara genom att följa anvisningarna på skärmen. Kontrollera versionsnumret för aktuella uppdateringsdata innan du börjar uppdatera.

- **Koppla inte från AC-adaptern under uppdatering.**
- **Stäng inte av strömmen eller ta ut PSP®Game under uppdatering.**
- **Avbryt inte uppdateringen innan den är klar eftersom det kan skada PSP®-systemet.**

Kontrollera att uppdateringen har gjorts

Välj Settings (Inställningar) på huvudmenyn och sedan alternativet System Settings (Systeminställningar). Välj System Information (Systeminformation). Om versionsnumret för System Software (Systemmjukvara) som visas på skärmen överensstämmer med versionsnumret för uppdateringsdata har uppdateringen lyckats.

Information om uppdateringar av systemmjukvara för PSP®-systemet finns på följande webbplats: **yourpsp.com**

SPÄRRNIVÅ

Denna mjukvara av typen PSP®Game har en förinställd spärrnivå som är grundad på dess innehåll. Du kan själv ställa in spärrnivån på PSP®-systemet för att förhindra att mjukvara av typen PSP®Game med en högre spärrnivå kan spelas på PSP®-systemet.

Det här spelet är klassificerat enligt PEGI-systemet. PEGI-nivån och en beskrivning av innehållet finns på spelets förpackning. (Om den lokala lagstiftningen inte påbjuder ett annat klassificeringssystem). Förhållandet mellan PEGI-systemet och PSP®-systemets barnspärr är som följer:

BARNLÅSNIVÅ (PARENTAL CONTROL LEVEL)	PEGI-KLASSIFICERING FÖR ÅLDERSGRUPP (PEGI RATING AGE GROUP)
9	18+
7	16+
5	12+
3	7+
2	3+

Snabbstart för CRUSH

MENYKONTROLLER

PSP-kontroll	Åtgärd
↑ ↓ ← →	Välj menyalternativ
⊗ knappen	Bekräfta menyval
○ knappen	Föregående skärm (bakåt)
□ knappen	Nivåstatistik

SPELKONTROLLER

PSP-kontroll	Åtgärd
Analog spak	Flytta
↑ ↓ ← →	Snurra kamera
⊗ knappen	Hoppa
○ knappen	Knuffa
□ knappen	Huka
△ knappen	Ledtråd
START knappen	*Pausa*
SELECT knappen	Hjälp
L knappen	Platta till/räta ut (Crush/uncrush)
R knappen	Se dig omkring

Obs! Nivåstatistik finns bara tillgängligt för de nivåer du har klarat.

Huvudmenyn
Tryck på START eller X-knappen på titelskärmen för att komma till huvudmenyn. Markera ditt val på huvudmenyn med riktningsknapparna och bekräfta med X-knappen.

New Game (nytt spel)
Starta ett nytt spel. Om du vill starta ett nytt spel raderas det sparade spel du har.

Continue (fortsätt)

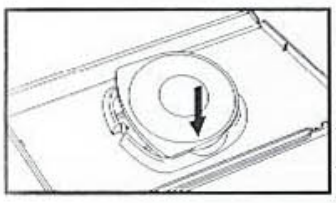
Fortsätta på ett sparat spel.
Välj en nivå du har klarat om du vill förbättra din tid eller antalet tillplattningar.

Options (alternativ)
Ändra olika spelinställningar, ladda/spara data och öppna galleriet. Här kan du även visa tacklistan (Credits).

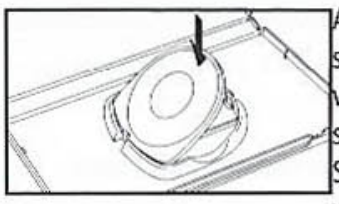
Options -> Gallery (alternativ -> galleri)
Visa grafik du låst upp här. Du låser upp grafiken genom att samla pusselbiten på varje nivå.

VAROTOIMENPITEET

Tämä levy sisältää PSP® (PlayStation®Portable) -järjestelmälle tarkoitetun peliohjelmiston. Älä ikinä käytä tätä levyä muissa järjestelmissä, sillä se saattaa vahingoittaa sitä. Lue PSP®-järjestelmän käyttöohje huolellisesti varmistaaksesi laitteen oikean käytön. Älä jätä levyä lähelle mitään lämmönlähdettä, suoraan auringonvaloon tai kosteaan paikkaan. Älä käytä haljenneita tai muuten vioittuneita levyä tai levyjä, jotka on korjattu liima-aineilla, sillä tämä voi johtaa laitteen rikkoontumiseen.



Paina levyn reunaa kuvanmukaisella tavalla ja irroita se nostamalla varovasti ylöspäin. Liiallinen voimankäyttö irrotettaessa saattaa vaurioittaa levyä.



Aseta levy kuvanmukaisella tavalla painamalla sitä varovaisesti alaspäin, kunnes se loksahtaa paikalleen. Sopimaton säilytys saattaa vaurioittaa levyä.

TERVEYSVAROITUS

Pelaa aina hyvin valaistussa ympäristössä. Pidä joka tunti 15 minuutin tauko pelaamisesta. Älä pelaa väsyneenä tai kun et ole nukkunut tarpeeksi. Jotkut ihmiset ovat herkkiä vilkkumiselle tai vilkkuville valoille tai geometrisille muodoille ja kuvioille. Heillä voi olla piilevä epilepsia, ja heille voi tulla epileptinen kohtaus televisiota katsottaessa tai videopelejä pelattaessa. Jos sinulla on epilepsia, keskustele lääkärin kanssa, ennen kuin pelaat videopelejä. Ota heti yhteyttä lääkäriin, jos pelatessasi tunnet seuraavia oireita: huimausta, näkökyvyn muuttumista, lihasten nykimistä tai muita pakkoliikkeitä, epätietoisuutta ympäristöstäsi, sekavuutta ja/tai kouristuksia.

LUVATON KOPIOINTI

PSP®-järjestelmässä ja tässä levyssä on teknisiä suojamekanismeja, joilla pyritään estämään levyllä olevan tekijänoikeuksin suojatun teoksen luvaton kopiointi. Rekisteröityjen tavaramerkkien luvaton käyttö tai tekijänoikeuksin suojattujen teosten luvaton kopiointi näitä mekanismeja kiertämällä tai muutoin on lailla kielletty.

Jos tiedät luvattomasta kopiotuotteesta tai menetelmistä, joilla tekniset suojamenetelmämme pystytään kiertämään, lähetä asiasta sähköpostia osoitteeseen **anti-piracy@eu.playstation.com** tai soita lähimpään asiakaspalvelunumeroon, joka kerrotaan tämän käyttöohjeen lopussa.

PEGI ON LYHENNE SANOISTA PAN EUROPEAN GAME INFORMATION - YLEISEUROOPPALAINEN PELITIETO.

Se on yleiseurooppalainen tietokone- ja videopelien ikäluokitusjärjestelmä. Sen avulla kuluttajat, erityisesti lasten vanhemmat voivat varmistaa, etteivät alaikäiset peleissä kohtaa heidän ikäisilleen haitallisista aineistoa. On hyvä muistaa, että PEGI-luokitus kertoo pelin sopivuudesta eri ikäisille, ei sen laadusta tai vaikeudesta.

Kahdesta osasta koostuva PEGI-luokitus antaa vanhemmille ja lapsille pelejä ostaville henkilöille tietoa sopivan pelin valintaan tietynikäiselle pelaajalle. Ensimmäinen osa on ikärajaluokittelu: -

Toinen osa ovat pelin sisältöä kuvaavat kuvakkeet. Pelistä riippuen kuvakkeita voi olla useita. Pelin ikäraja kuvastaa tämän sisällön voimakkuutta. Nämä kuvakkeet ovat:-

VÄKIVALTA

KIROILU

KAUHU

SEKSI

HUUMEET

SYRJINTÄ

Lue lisää osoitteessa **http://www.pegi.info**

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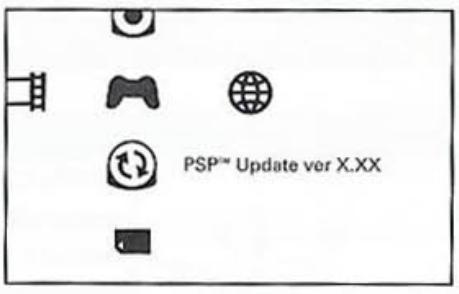
VAIN HENKILÖKOHTAISEEN KÄYTTÖÖN. Tämän tuotteen tai minkään sen tavaramerkin tai tekijänoikeuslain puitteisiin kuuluvan teoksen valtuuttamaton kopiointi, sovitus, vuokraus, lainaus, jakelu, otteistus, jälleenmyynti, arkadioissa käyttö, käytön sallinta maksua vastaan, julkinen lähetys, esitys julkisesti ja internetissä, kaapeli- tai tietoliikenneviestintälähetys, haku tai käyttö on kielletty. Library programs © 2003-2007 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. © SEGA. SEGA, the SEGA logo and CRUSH are trademarks or registered trademarks of SEGA Corporation. All rights reserved. Made in Austria. All rights reserved. Published by SEGA. Developed by Kuju Entertainment Limited.

JÄRJESTELMÄOHJELMISTON PÄIVITYKSET

Tämä PSP® (PlayStation®Portable) Game sisältää PSP®-järjestelmän järjestelmäohjelmiston päivitystietoja. Sinun on suoritettava päivitys, jos peliä käynnistettäessä ruudulle ilmestyy teksti "update request" (päivityspyyntö).



Järjestelmäohjelmiston päivityksen suorittaminen

Kotivalikkoon ilmestyy alla oleva päivityskuvake.

Voit päivittää PSP®-järjestelmän järjestelmäohjelmiston seuraamalla ruudun ohjeita. Varmista päivitystietojen versio ennen päivityksen suorittamista.

- **Älä irrota muuntajaa päivityksen aikana.**
- **Älä sammuta järjestelmää tai poista PSP®Game-levyä päivityksen aikana.**
- **Älä peruuta päivitystä ennen sen valmistumista, sillä tämä voi vahingoittaa PSP®-järjestelmää**

Päivityksen onnistumisen tarkistaminen

Valitse Kotivalikosta "Settings" (asetukset) ja sitten "System Settings" (järjestelmäasetukset). Valitse lopuksi "System Information" (järjestelmätiedot). Jos "System Software" (järjestelmäohjelmisto) -kentässä lukee sama versio kuin päivitettävissä tiedoissa, päivitys onnistui.

Lue lisää PSP®-järjestelmän järjestelmäohjelmiston päivityksistä osoitteessa: **yourpsp.com**

SISÄLLÖNSUODATUKSEN TASO

Tällä PSP®Game -ohjelmistolla on sen sisällön pohjalta ennalta asetettu sisällönsuodatuksen taso. Voit säätää PSP®-järjestelmän sisällönsuodatuksen tason estämään sellaisten PSP®Game -ohjelmistojen käynnistämisen, joiden sisällönsuodatuksen taso on korkeampi kuin PSP® -järjestelmään asetettu taso. Lue lisää PSP®- järjestelmän käyttöohjeesta.

Tämä peli on luokiteltu PEGI-järjestelmällä. PEGI-merkinnät ja sisällönkuvaukset ovat nähtävillä pelin pakkauksessa (pois lukien maat, joissa laki määrää käytettäväksi toista järjestelmää). PEGI-järjestelmän ja sisällönsuodatuksen tason välinen suhde on seuraavanlainen:

LAPSILUKKOTASO	PEGI-IKÄMERKINNÄN MUKAINEN IKÄRYHMÄ
9	
7	
5	
3	
2	

CRUSH-pikaopas

VALIKKOKOMENNOT

PSP-ohjauskomento	Toiminto
↑ ↓ ← →	Korosta valikon kohta
⊗-näppäin	Vahvista valinta
○-näppäin	Edellinen ruutu (takaisin)
□-näppäin	Tason tilastot

PELIKOMENNOT

PSP-ohjauskomento	Toiminto
Analoginen sauva	Liiku
↑ ↓ ← →	Käännä kameraa
⊗-näppäin	Hyppää
○-näppäin	Työnnä
□-näppäin	Kyyristy
△-näppäin	Vihje
START	Pysäytä
SELECT	Apu
L -näppäin	Litistä/palauta (Crush/uncrush)
R -näppäin	Tarkastele ympäristöä

Huomautus: Tason tilastoja voi tarkastella tasojen valintaruudulla vain, jos taso on jo suoritettu.

Päävalikko
Siirry päävalikkoon painamalla aloitusruudulla START-näppäintä tai X-näppäintä. Korosta valintasi päävalikossa suuntanäppäimillä ja vahvista valinta painamalla X-näppäintä.

Uusi peli (New Game)
Aloita uusi peli. Jos aloitat uuden pelin, aiempi pelitallennus poistetaan.

Jatka (Continue)
Jatka aiemmin tallennettua peliä.

Valitse aiemmin suoritettu taso ja pelaa sitä tiettyjen aika- ja litistysrajojen puitteissa.

Asetukset (Options)
Muuta pelin asetuksia, lataa/tallenna pelitietoja ja tarkastele galleriaa (Gallery). Voit myös tarkastella pelin tekijöitä (Credits).

Asetukset (Options) -> Galleria (Gallery)
Tarkastele avattuja kuvia. Kuvia avataan keräämällä tasoilta palapelin palasia.

AFTER BURNER

BLACK FALCON

MAN-U00765-UK

7+

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